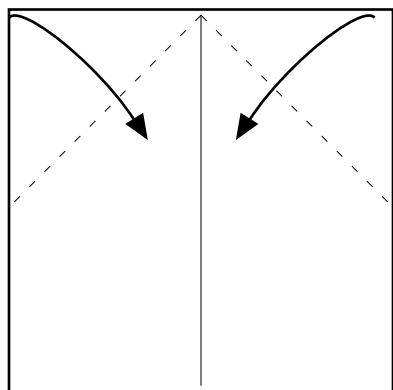


Phoenix V2

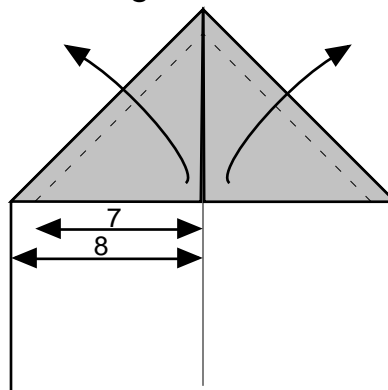
Eileen Tan

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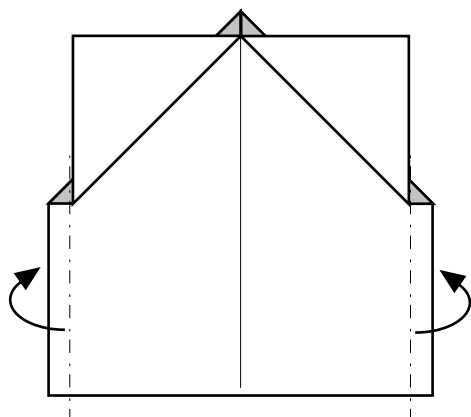
9 August 2003



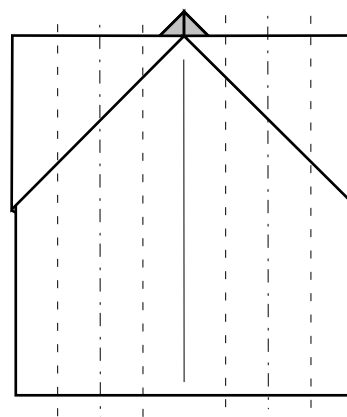
1. Valley fold the top two corners.



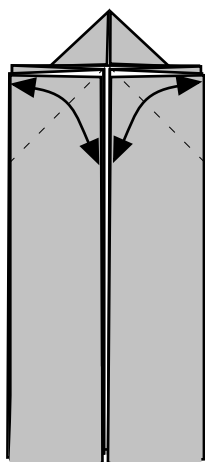
2. Valley fold.



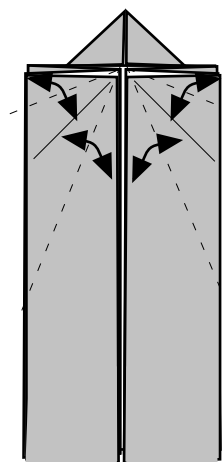
3. Mountain fold.



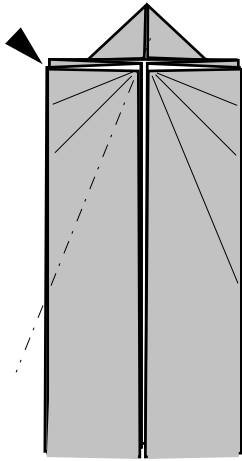
4. Pleat into quarters.



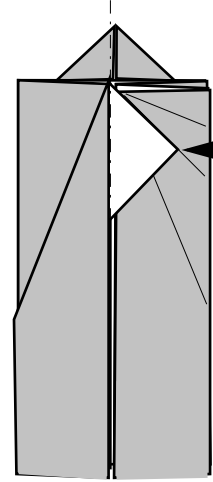
5. Only the top portion is shown.
Fold and unfold all 4 flaps.



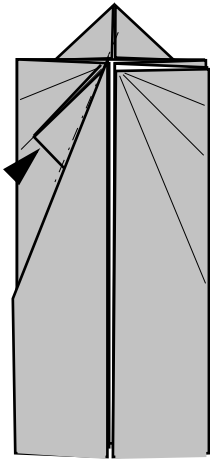
6. Fold and unfold along the angle
bisectors, for all 4 flaps.



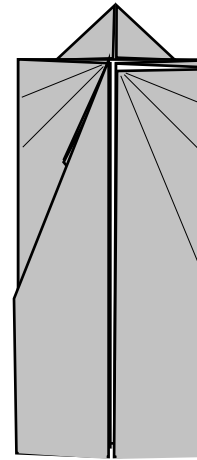
7. Reverse fold the top left flap.



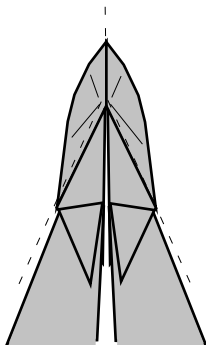
8. Reverse fold.



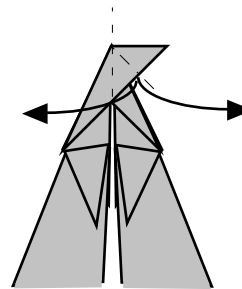
9. Reverse fold.



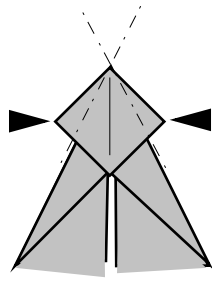
10. Repeat steps 7-9 on the top right flap, and then on the two lower flaps. The central triangle will not lie flat until the reverse folds are complete on both sides.



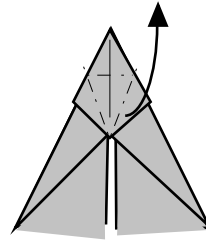
11. 3D close-up of central triangle. Fold flat.



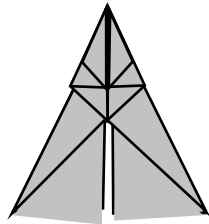
12. Squash fold.



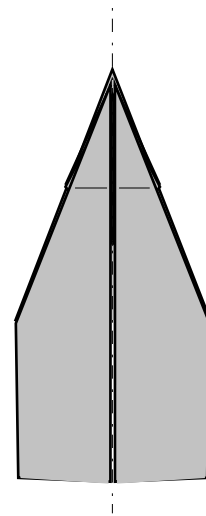
13. Squash fold both sides.



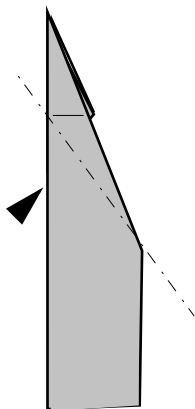
14. Petal fold.



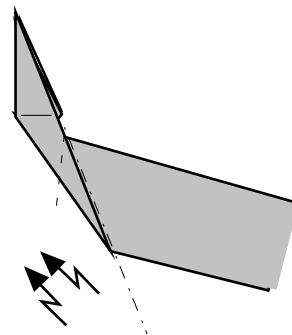
15. Completed beak.



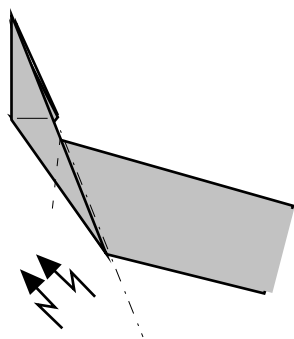
16. Mountain fold entire model in half.



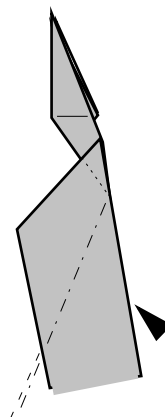
17. Reverse fold.



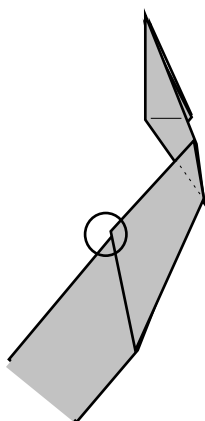
18. Crimp. This fold does not have any landmarks, and sets the position of the tail.



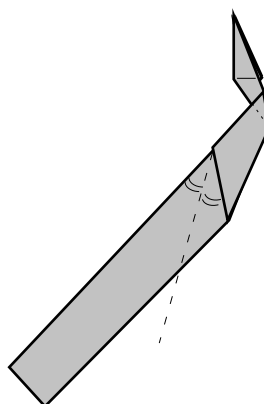
19. Crimp.



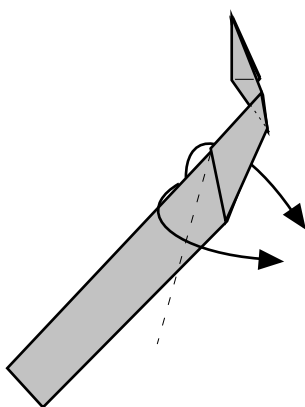
20. Reverse fold
(see next step for
landmark).



21. Note where the
long edge intersects.



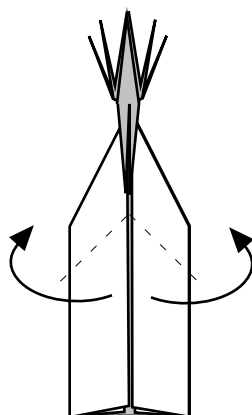
22. Back to the whole model view.
Fold and unfold two layers, repeat
behind.



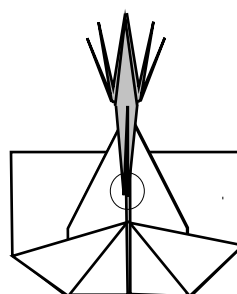
23. Outside
reverse fold/turn
inside out.



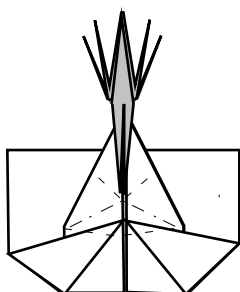
24. Valley fold until the white flap is
perpendicular to the coloured portion.
Repeat behind.



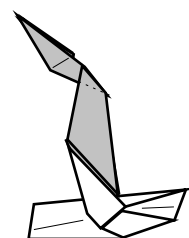
25. Turn the topmost layers inside out. There are no exact landmarks for this fold (see next step).



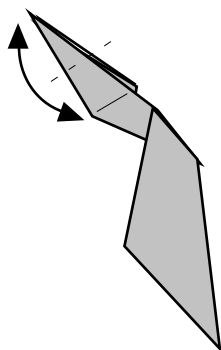
26. The lower corner of the tail should be just above the centre of the base trapezoid.



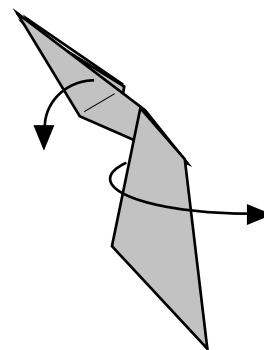
27. Pinch a rabbit ear, and then valley fold the bird upright.



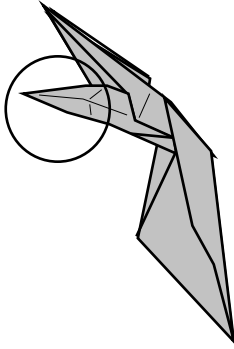
28. Side view.



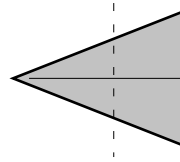
29. Enlarged view of the bird. Fold and unfold the topmost triangular flap.



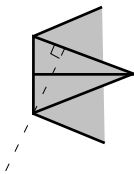
30. Pull one layer open.



31. The next few steps involve splitting the circled point to form the leg and claws.



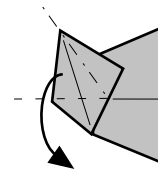
32. Valley fold on the crease made in step 29.



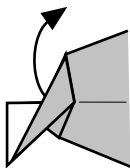
33. Valley fold.



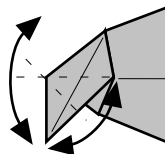
34. Pull out paper.



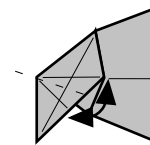
35. Squash fold.



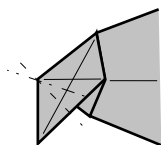
36. Pull out paper.



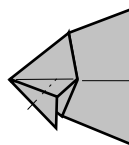
37. Fold and unfold.



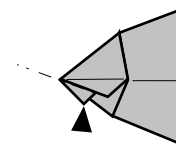
38. Fold and unfold.



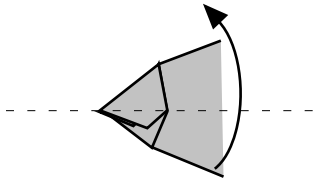
39. Reverse fold twice.



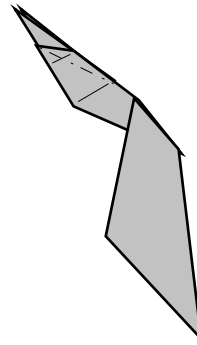
40. Reverse fold.



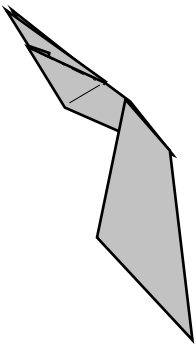
41. Reverse fold both flaps.



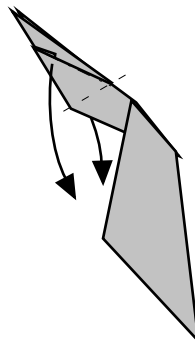
42. Completed.
Valley fold the
point back up.



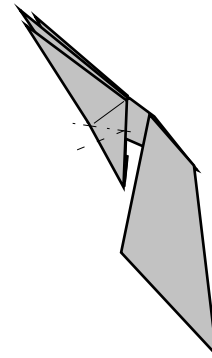
43. Close sink; repeat on the other side
of the leg. A simple mountain fold can
be used instead of a sink.



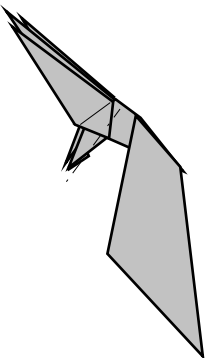
44. Repeat steps 29-
43 on the other side.



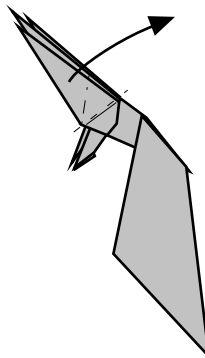
45. Valley fold. Repeat
behind.



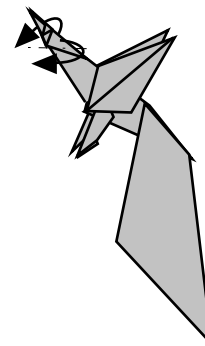
46. Crimp the leg.
Repeat behind.



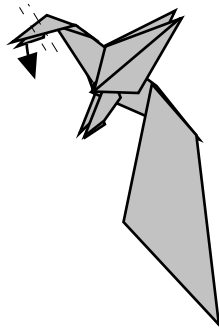
47. Narrow the leg
with mountain folds.
Repeat behind.



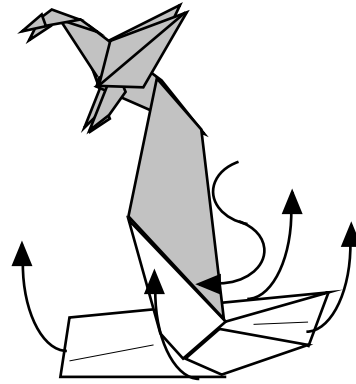
48. Squash fold.
Repeat behind.



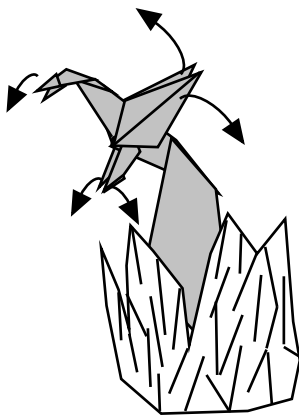
49. Outside reverse
fold the head.



50. Crimp the upper beak, and pull down the lower beak.



51. Full model view. Curve the tail, and carefully crumple up the base to form the flames.



52. Spread the wings apart slightly. Spread and curve the claws. Curve the upper and lower beak.



53. Finished Phoenix.